Cover Page & Table of Contents

- **Project Name:** *Skyward Quest*
- **Developer's Name:** Ted Mincham
- **Cover Image:**
- **Table of Contents:**

Executive Summary

Skyward Quest is an action-adventure game designed for PC and consoles. The game combines platforming, puzzle-solving, and combat elements in a fantastical open world where players explore floating islands, defeat mythical creatures, and unlock ancient secrets.

Mission Statement

To create an engaging, visually stunning game that challenges players with a blend of platforming, puzzle-solving, and combat while exploring a mystical world.

High Concept

Skyward Quest is an action-packed adventure set in a world of floating islands where players must harness the power of the elements to navigate treacherous landscapes, solve intricate puzzles, and defeat powerful enemies. With a focus on fluid movement, strategic combat, and immersive world-building, *Skyward Quest* offers a fresh take on the action-adventure genre, appealing to both casual and hardcore gamers.

Unique Selling Points

- **Elemental Powers:** Players unlock and master four elemental powers (Earth, Air, Fire, Water) to solve puzzles and combat enemies.
- **Dynamic World:** The game features a living world with day-night cycles, dynamic weather, and a variety of biomes.
- **Fluid Movement System:** The game emphasizes smooth, responsive controls for platforming and combat.
- **Epic Boss Battles:** Players face off against colossal creatures in challenging, multi-phase boss battles.

Project Parameters

- **Project Duration:** 01.09.2024 - 30.06.2025 (10 months)
- **Alpha Due:** 01.03.2025
- **Engine:** Unity 2024
- **Target Platforms:** PC, PlayStation, Xbox
- **Hardware Requirements:**
  - **PC:**
    - **RAM:** 8GB
    - **CPU:** Intel i5 or equivalent
    - **GPU:** NVIDIA GTX 1060 or equivalent
  - **Console:** Optimized for current-gen consoles.
- **Primary Programming Language:** C#
- **Team Size:**

- Total: 10
- Programmers: 4
- Artists: 3
- Designers: 2
- Sound Engineer: 1
- **Project Methodology:** Agile (Scrum framework)
- **Budget:** $500,000
- **Software Supported:**
  - Unity Engine
  - Blender (for 3D modeling)
  - Adobe Photoshop (for textures and concept art)
  - Trello (for task management)
  - GitHub (for version control)

Target Audience

The target audience for *Skyward Quest* consists of players aged 16-35 who enjoy action-adventure games with a focus on exploration, puzzle-solving, and narrative. The game appeals to fans of titles like *The Legend of Zelda: Breath of the Wild* and *Hollow Knight* with its vibrant art style, immersive world, and challenging gameplay.

Gameplay Overview

Core Functionality/Mechanisms:

1. **Elemental Power Mechanics:** Players gain abilities tied to Earth, Air, Fire, and Water, which are essential for puzzle-solving and combat.
2. **Platforming:** Precise jumping and climbing mechanics allow players to navigate vertical environments and avoid hazards.
3. **Combat System:** Features a combination of melee and ranged attacks with the ability to switch between elemental powers on the fly.
4. **Exploration:** Players explore interconnected floating islands, each with unique biomes, secrets, and challenges.
5. **Puzzle-Solving:** Environmental puzzles that require the use of elemental powers to unlock paths, defeat enemies, and progress in the game.
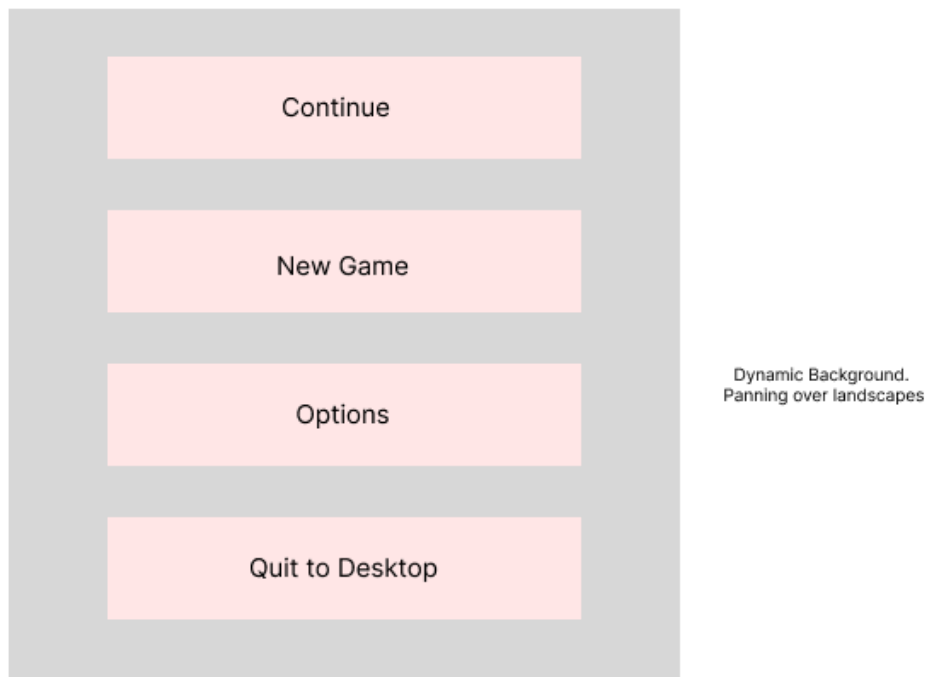
UI Overview

Philosophy: The UI for *Skyward Quest* aims for a minimalist approach, ensuring that players remain immersed in the world. The design favors a diegetic UI where elements are integrated

into the game world (e.g., health bar represented by a glowing amulet on the character's body). The color scheme is inspired by the elemental theme, with distinct colors representing each power (Green for Earth, Blue for Water, Red for Fire, White for Air).

UI Screens:

- **Main Menu:** Includes options for New Game, Continue, Settings, and Exit.

Skyward Quest

Continue
New Game
Options
Quit to Desktop

Dynamic Background.
Panning over landscapes

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Company name and copyright info

- **Map:** A dynamic map showing explored areas, quest markers, and fast travel points.

Quest
Logs

3D View of
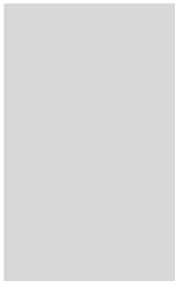the world
similar to
Skyrim

Options
Button

Markers the Player can place

-
- **HUD:** Minimalistic display showing health, current elemental power, and objectives.

Map
Compass

Opaque Quest
Tracker

Action bar

Health Orb

Mana Orb

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Schedule

Game Development Schedule:

Feature	Start Date	End Date	Status
Core Movement Mechanics	01.09.2024	15.09.2024	In Progress
Elemental Powers System	16.09.2024	30.10.2024	Not Started
Basic Combat System	01.11.2024	15.12.2024	Not Started
World Design (First Region)	01.10.2024	30.11.2024	Not Started
Puzzle Mechanics	01.12.2024	15.01.2025	Not Started
UI Design	01.01.2025	31.01.2025	Not Started
Alpha Testing	01.02.2025	28.02.2025	Not Started
Final Boss Design	01.03.2025	31.03.2025	Not Started
Final Polish	01.04.2025	30.05.2025	Not Started
Final Testing & Debugging	01.06.2025	15.06.2025	Not Started
Launch Preparation	16.06.2025	30.06.2025	Not Started

Note: The schedule can be managed and updated through Trello with task cards assigned to specific team members.